INSTRUCTIONS FOR *6619*

Alien Blitz

by

Peter Fokos and Thomas A. Giguere

Copyright 1981 Tensor Technology

GENERAL DESCRIPTION

Shoot down the waves of aliens marching at you from the sky, dropping bombs all the while. It takes skill to dodge them, especially as you advance from Skill Level 0 to Skill Level 9. Hiding behind bunkers only delays the moment when the aliens get your three missile bases. Alien Blitz may be played with the keyboard or with the Atari-type joystick.

SCORING

Scoring is the same at all levels. Each alien is valued:

Highest row--30 points each.
Third row--20 " "
Second row--20 " "
First row--10 " "

UFOs pass across the top of the screen and are worth 50 to 500 points when hit. On reaching 1,000 points, an extra missile base is awarded.

LOADING THE PROGRAM

Please see the tape loading instructions.

STARTING PLAY

Alien Blitz's title page displays and, if left alone for 5 seconds, automatically goes into simulated play for about 5 seconds, then returns to the title page again. To start: With the joystick, press the joystick button. With the keyboard, press the space bar.

TO PLAY

The missile base appears in the lower left corner of the screen.

ACTION	WITH JOYSTICK	WITH KEYBOARD
Move right.	Press joystick right.	Press right SHIFT key.
Move left.	Press joystick left.	Press left SHIFT key.
Fire!	Press button.	Press space bar.

TO SELECT SKILL LEVEL

After each play, Alien Blitz returns to Skill Level 0. To change it, press the joystick to the right or left, or press the right SHIFT key.

Good luck! If you master Skill Level 9, please let us know. We'll have to register you as one of the aliens.

TO LOAD & USE YOUR VIC CASSETTE TAPE

1. Be sure your computer, tape cassette recorder and TV display are connected properly and powered on. The last message displayed by the VIC should be the word READY.

2. Place the tape cassette in the recorder with the label side up. (Programs are always recorded twice on one side of the tape).

3. To move to the beginning of the tape, press the REWIND switch on the tape recorder. When rewinding stops, press the recorder's STOP switch.

4. On the VIC's keyboard, type in LOAD and press the RETURN key.
   Note: If you have different programs on the same cassette, type LOAD"name of program" then press the RETURN key. (i.e., LOAD "AMOK"). For programs written in machine language, type: LOAD"name of program",1,1

5. Your TV will display PRESS PLAY ON TAPE. After you press the recorder's PLAY switch, the words OK and SEARCHING are displayed.

6. When VIC finds the program, it displays the word FOUND, followed by the name of the program, then tells you it's LOADING.

7. When you see READY, first press the STOP switch on the tape recorder, then on the VIC type in RUN and press the RETURN key.

8. See the specific instructions for your program on how to proceed further.

IF YOUR TAPE DOES NOT LOAD, FIRST REPEAT STEPS 4 THRU 7 ABOVE. IF THE PROGRAM STILL FAILS TO LOAD, TURN POWER OFF, THEN POWER ON AND REPEAT STEPS 3 THRU 7.
IF PROBLEMS STILL PERSIST REFER TO YOUR MANUAL AND/OR YOUR DEALER.

VIC is a trademark of Commodore Business Machines.